EUROPA Installation

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Note: Starting with EUROPA 2.1.2 (available on Sept 2, 2008), EUROPA is provided in a binary distribution, to which this installation page applies.

For older versions, you will have to build EUROPA yourself as described here.

Supported Platforms

EUROPA is currently supported on Linux, Mac OS, Windows and Solaris. A platform is officially supported if and only if there is an automated build regularly scheduled for it. You can see the specs for the systems used to test the EUROPA releases <u>here</u>.

Software Requirements

- JRE 1.5
- Python
- Perl

Installing Europa

After downloading the appropriate EUROPA distribution for your system (available <u>here</u>), just unzip and set the EUROPA HOME environment variable.

For example, assuming that you have the EUROPA distribution in your ~/tmp directory and you want to install EUROPA in your ~/europa directory, you would do (assuming linux+bash, modify appropriately for your os+shell)

```
% mkdir ~/europa
% cd ~/europa
% unzip ~/tmp/europa-2.1.2-linux.zip
% export EUROPA HOME=~/europa
```

You are now ready to use EUROPA. If you are new to EUROPA, you are ready to create your first EUROPA project, as described in the <u>Quick Start</u>

Static Libraries

The EUROPA binaries are available as both shared and static libraries, however, since we expect most users to be using shared libraries, static libraries are bundled in a separate zip file (they would otherwise more than double the size of the EUROPA distribution).

If you want to use static libraries then, get the appropriate zip file from the <u>download page</u> then unzip it under your \$EUROPA_HOME directory, the libraries will be put in the \$EUROPA_HOME/lib directory.

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To continue the example above, this is how you would add the corresponding static libraries to your EUROPA installation :

```
% cd $EUROPA_HOME
% unzip ~/tmp/europa-2.1.2-linux-static-libs.zip
```

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